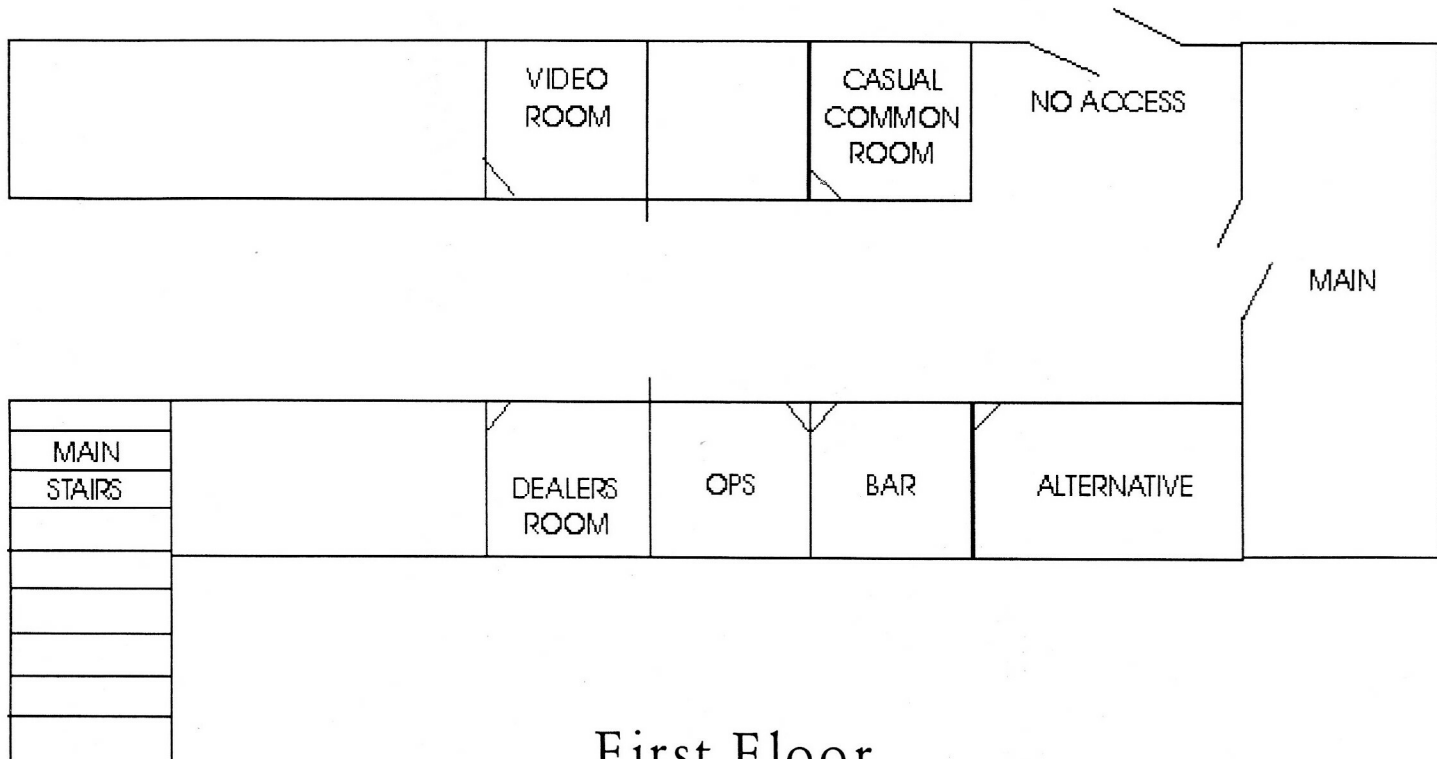


HYPOTHETICON

A HitchHiker's Guide

CENTRAL HOTEL



WELCOME...

Borag Thunng, Earthlets! Hello and welcome to Hypotheticon. First, a brief explanation of what we're all doing here. Uh... Good question. The original idea was to have a small one-day or two-day gaming event "with a few other things to keep people from being bored." Then people started making suggestions, the idea of an "introductory and cheap Con for beginners" was floated, and it all got completely beyond our control. (And yes, you've guessed it, we still haven't wrested it back.) So, here you are, at a two-day sci-fi & fantasy fandom/gaming Con/party/excuse for a piss-up. Mingle, talk to people, drink lots, watch a few films, play games - do whatever you feel like (as long as you sign the following disclaimer: "The Committee have absolutely nothing at all to do with anything." We all did.) And above all, have fun!

INTERESTING TIMES

The convention will be open from Saturday 1st of July at 10.00 a.m. to Sunday 2nd of July at 5.30 p.m., running through the night. Well, the official closing time is 5.30, but the convention may well move to the nearest bar...

THE COMMITTEE

Your happy smiling committee, in no particular order, are:

Alastair "Smurf" Stewart: Chairbeing, small person with delusions of megalomania, general organiser, committee-member encourager and Doer Of Good Deeds.

Grant "S.P.G." McDougall: Publicity person, Man with Expensive Computer, Crap Punner, Transportation Manager ("Slow down!") and FontMeister extraordinaire.

A. Michael "Sparks" Rennie: Tech-Ops to the Rich and Famous, winner for the third year running of the Genghis Khan lookalike competition.

Ian "Steel" Thomas: Games convener, part-time Dalek builder, part-time Publicity person, part-time human, ~~part-time everything really~~ full time OverEditor Extraordinaire and Definitely Not A Politician And Never Intends To Be.

People who should have been on the committee but refused to be liable
Ralph C. Harrold: Membership Secretary, Treasurer, Leggy Blonde no. 1 and wearer of tight black leather thigh-length boots in his spare time.

Michelle 'Cuddles' Drayton: Umm... nothing official, but shouter at hotel managers, persuader of people to do things they really didn't want to, encourager of guests and all-round wonderful person. Oh, and removes Ralph's tight black leather thigh-length boots in *her* spare time.

Jim Campbell: Organiser of the Dealers' Room, part-time Sparks im personator, owner of two cats and a finely-seasoned collection of anecdotes.

Scott Marshall: Gopher Kommandant, Leggy Blonde no.2, the only man with a salary (drinks are on him). Volunteers to be well-hung on a yearly basis.

Neil McChrystal: Specialist Dalek Artist, swears that there's no money in art (and he's right, we haven't paid him.)

ACKNOWLEDGMENTS

As is normal when putting a convention together a lot of people have helped/put up with/fed/slept with/entertained/shouted at/partied/encouraged/persuaded us to get it where it is today. (I hasten to add not everyone involved has done all of the above.) You know who you are. You know how we feel about what you've done and in those overused words, you are too numerous to mention. (Unless you want everyone to avoid this section and think we're pig ignorant of our manners. No comments, thank you.) However two I must mention (because we said we would) are Dillons, who have been as generous as they could be (buy something from their stall 'cos we'll get a cut) given our requests, and Barrs. I'm sure they never expected their most famous product to be used in quite the way it has been. The gophers can give them especial thanks for slaking the thirst generated by our constant demands.

Thank you all for your work, time, effort and money. We'll meet again some sunny day.

Cheers, the Committe(e/d).

THE CHARITY

All money in excess of what is used to run the Con will be donated to the Mary Russell School for Mentally & Physically handicapped Children. In all that flooding last Winter (remember that, seems like an eternity away) the river Cart broke it's banks and decided to run through the school, so any money will be greatly received as the water damage was quite extensive. A charity box will be held in the Ops room if anyone would like to make a direct contribution.

DEALER'S ROOM

Dealers present at the convention are:

Futureshock

Kollectables

Obelist

Dillons

Room opening times

Saturday 11:00 to 18:00ish

Sunday (whenever they recover from their hangovers)

CON BAR

The convention bar will be in room 108. We know it's not big - there's a common room for collapsing in just across the corridor in room 126. There is another bar in the hotel - the Ailsa bar - which will be a lot quieter, but also full of residents, so please don't cause too much confusion. It's on the floor below.



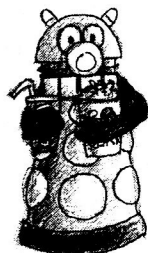
Bar opening times

Saturday 11:00 to 01:00

Sunday 11:00 to 17:30

VIDEO ROOM

The video room is being run by Colin Dalglish, showing films and T.V. episodes throughout the entire Con. See the centre pages for a timetable of what's on when.



Security

Obviously, don't leave valuables too far from your person, alone in your room or near the Treasurer. If you want to have anything looked after (apart from small children and other animals) then make your way to the Ops room - Room 107.

Your friendly, cuddly rodents that scurry around the convention wearing large yellow badges and avoiding rolls of duct tape are our Gophers. Please treat them nicely, feed them at regular intervals and remember to change their water. They double* as errand runners, messengers and Security. Please wear your Con badge at all time, so that they don't crawl all over you, bite your legs and Lemming-rush you out of a window.

Any decision about security made by a Gopher is final - if you have any problem with this, see the Kommandant or the Committee. (The Committee are your Friends.)

As stated in the PR, all weapons should be peace bonded - this means undrawable - **at all times**, in or out of Con areas. Any replica firearms - including water pistols - should **not** be loaded. There are special arrangements for the "Something Nasty in the Basement" LRP game.

Please wear your membership badge at all times; remember it's your ticket.

If anyone has any trouble at all, find an on-duty committee member or a passing rodent.

* or even triple.

GUEST OF HONOUR ~ MAGGIE FUREY

"Having qualified as a teacher in 1977, I found that teaching posts were scarce, and I would have to earn my crust elsewhere. Over the years, this has included doing surveys on buses, working as a waitress, a barmaid, and in a supermarket. In the interests of sanity, I retrained as a secretary - and promptly got a job in a psychiatric hospital!



"...All the while, however, my real interest in life was books. Due to a heart condition that left me fairly immobile, I spent my childhood on Arthur Ransome's lake, exploring the jungle with Mowgli, or travelling to Narnia. As I grew older I naturally made my way to Middle Earth, and prowled the midnight carnivals and the sands of Mars with Ray Bradbury.

"...I am 38, have red hair and green eyes (*Editor's note - Eeek!*), and am just over 5 ft in height - which explains my predilection for tall heroines! ...Until recently I lived with my husband Eric and six cats in the wilds of Teesdale."

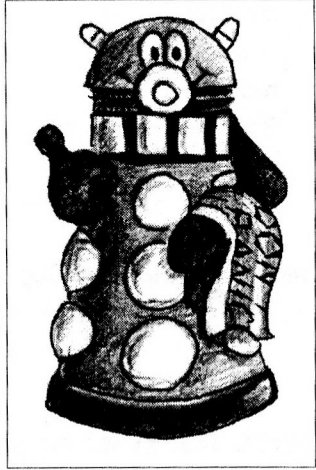
GUEST OF HONOUR ~ 1RN 8RU

" < **EXTERMINATE** > < **EXTERMINATE** > "

Well, what more can we say? First of all, 1RN 8RU dates from the beginnings of the convention, when Smurf wanted a cheap GoH. Needless to say, this was a foolish hope, even although Barr's kindly supplied a few crates of the amber-reddish nectar - which is very nice indeed, but difficult to make a Dalek out of.

A veil will be drawn over the construction of the beast, our valiant heroes suffering from severe trauma and tennis elbow.

By the way, there is someone inside the thing. His name is Munchkin, you'll see him running around in a silly hat and sunglasses, and he does have plans for world domination from his residence in the Peoples' Republic of Munchkinstein, but only on weekdays.



PROGRAMME OF EVENTS

MAIN

10:15 Opening Ceremony.

10:30 Roleplaying Tournament Round One

A three round official RPGA roleplaying tournament. The players will be divided into groups of 6 before the first round, handed out characters, and can then roleplay to their heart's content. After the round finishes, they mark each other, and the top few carry on to the next round.

You don't need to know the rules (AD&D second edition). You don't even have to have roleplayed before. Come along and join in. Run by Sandy Douglas of the RPGA, and Steel.

14:30 Guest of Honour Speech - Maggie Furey

The Life and Times of Maggie Furey, with subtitles for the blind.

15:30 Guest of Honour Speech - 1RN 8RU

or How to Obliterate Star Systems in Six Easy Lessons.



16:00 Costumes & FX

A panel of people who have been involved in Masquerading and costuming for years explain why they're so addicted, show off a few bits and pieces, rip apart some film special effects and explain how monsters are made, and anything else they happen to think up at the time. As a spin-off from this, Bill of Alien War will be taking a life-cast of S.P.G.'s face later on in the Con purely for our own purposes. This will probably happen sometime in the depths of Saturday night (if we can catch S.P.G. asleep), so if you want to see him get his face ripped off, come along. It's all in a good cause, he hopes.

17:00 Cyberspace, fact or fiction

Just how close is the Internet to the Cyberspace we've all been told about. A panel of experts!?! discuss the present & future of the net, how it compares to the likes of Cyberpunk, Nuromancer and TekWar, and will it ever become as Hollywood likes to portray it.



18:00 Combinatorial Psychology

What do computer hypnosis, speed-reading, mind-mapping, neuro-linguistic programming (the games that people play), 'quality', vitamin C, mind control, verbal abuse, lateral thought and David Icke have to do with psychology? Welcome to my madhouse..

19:00 Hold the Front Page

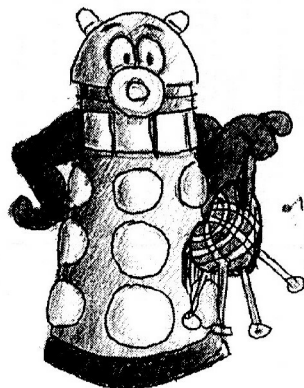
A fun-filled game, based on the popular TV show "Have I Got News For You!" Two teams face the press in a game of quick wit & dry humour.

Cuddles attempts to control the proceedings with the same degree of professionalism (NOT) as Angus Deayton.

21:00 Costume Ceilidh

Costumes obligatory, even if it is only a towel. Take your partner by the sink plunger, and give it a twirl...

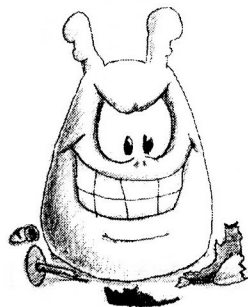
Music provided by 'Steep the feet'



02:00 Space Hoppers At Dawn

Who amongst us remembers those cuddly, lovable, (but above all rubber) grinning maniacs that used to throw us at the pavement in our childhood? Yep, they're back. And this time, you get to all over bounce your opponent.

This game requires lubrication (of the alcoholic variety) and absolutely no sense of balance whatsoever.



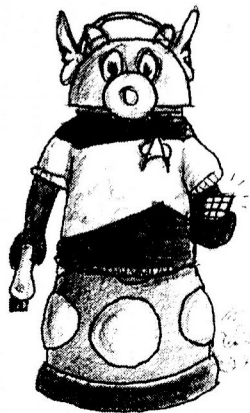
03:30 Twister

Need we say more? If anyone doesn't know some of the more obscure versions of this game, Prepare to Be Initiated.

[SUNDAY]

09:30 Anoraks 'R' Us

or The Image of Fans in the Media (& What We Can Do About It)
Fandom has (as you may have noticed) a pretty bad image in the media - witness the reporting at the release of Star Trek : Generations. We will examine the reasons why and hope to propose solutions if we feel them necessary (unless we decide "Bugger them, we are who we are".)



10:30 Solar Sailing

"And all I ask is a tall ship and a star to steer her by" *John Masefield*
When the tall ship moves through vacuum, has a huge feather weight sail and the star provides the propulsion as well, you have a solar sailing craft. Dr Colin McInnes of the Glasgow University Aerospace Engineering Department will explain the theory, history and recent developments behind this spectacularly inexpensive way to travel through space.

11:30 Sparks' Suprise

13:00 Maggie Furey reads...

We don't know what yet. But she will read.

14:30 Trivial Pursuit

We're looking for teams of two or more to beat up each other both mentally and physically. If you think you're up to the challenge of The Duel, Hotspot and There Can Be Only One (plus all the usual categories) then come dice with death and play live-action trivial pursuit.

16:00 Auction & Raffle

Where we try and unload White Elephants on the populace in general. Remember Swap Shop? If you have anything you want to get rid of, please find a committee member sometime during the Con. The price of this fantastic opportunity is 10% to our favorite charity.

17:00 Closing Ceremony

17:30 End of Con

ALTERNATIVE

10:30 GOPHER BRIEFING

All Gophers report so that you're Kommandant can tell you what to do, where and why?

11:00 INTRACTIVE GAMES

Remember Space Invaders, Asteroids, Lemmings? Help recreate these classic games. Green hair is not essential (only a good sense of bouncing).

12:30 ABOUT ASTRA

Astra is Scotland's National Space Flight Society, founded in 1953. It has an ongoing program of exhibitions and publications and runs a public observatory in Airdrie. Astra is best known for the Waverider project based on the manned vehicle for the British space program, and for an exciting new one - solar sailing. Duncan Lunan is the current president of Astra and has written extensive fiction as well as factual material. He was science-fiction critic of the Glasgow Herald for 14 years and edited Starfield, the first anthology of science-fiction and fantasy by Scots writers.

14:00 BRIEFING FOR 'SOMETHING NASTY IN THE BASEMENT'

A handful of Cuckoo's Nest Irregulars club together to produce a live-action Hammer Horror/X-Files crossover, which is likely to be more than a little silly. Nothing you see in the next couple of days will be real...

The game will run through Saturday and over Saturday Night, for those insomniacs amongst us, but shouldn't interfere too much with other events at the Con. (Hehhehhehheh...)

15:30 MAGIC THE GATHERING TOURNAMENT - PHASE 1

From the horse's mouth, this is a "Type 2 Tournament, with a limited no. of sets - using the 4th edition set and either Foreign Empires and the Dark or Foreign Empires and Ice Age."

If you can understand that, you're obviously hopelessly addicted. Run by Jonathan Finn of Wizards of the Coast.

17:30 ROLEPLAYING TOURNAMENT - ROUND 2

[SUNDAY]

09:00 MAGIC THE GATHERING TOURNAMENT - PHASE 2

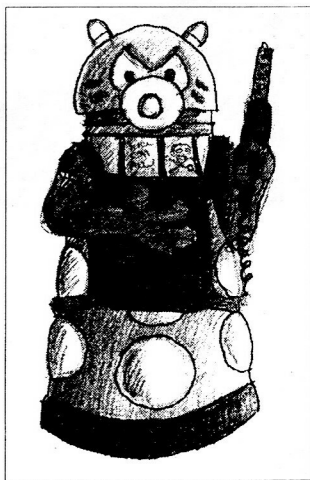
14:00 ROLEPLAYING TOURNAMENT - FINAL

17:30 END OF CON

OTHER EVENTS

Saturday 16:00 Laserquest

Lasertag on a large scale. We've booked 20 places at Laserquest for an hour, game types determined by those who play. This is not included in the your con membership fee, but will cost only £5-99.



TIME	MAIN	ALTERNATIVE	VIDEO	
SATURDAY	10:00	Doors Open	Doors Open	(DOORS OPEN) INVASION OF THE ASTROMONSTERS
	10:15	Opening Ceremony		
	10:30	RPG Tournament Round 1 Start	GOPHER BRIEFING	
	11:00		INTRACTIVE GAMES	
	11:30			WILLOW
	12:00			
	12:30			
	13:00		ABOUT ASTRA	
	13:30			
	14:00			
	14:30		SOMETHING NASTY IN THE BASEMENT	TELEVISION SCI-FI
	15:00	GoH Maggie Furey		SEE ROOM FOR DETAILS
	15:30			
	16:00	GoH 1RN 8RU	MAGIC THE GATHERING TOURNAMENT PHASE 1 START	
	16:30	Costumes & FX		
	17:00			
	17:30	Cyberspace, Fact or Fiction		
	18:00		RPG TOURNAMENT ROUND 2 START	
	18:30	Combinational Psychology		
	19:00			
	19:30	Hold the Front Page!		METROPOLIS
	20:00			
	20:30			
	21:00			BRAZIL
	21:30	Costume Cellidh		
	22:00			
	22:30			HARDWARE
	23:00			
	23:30			
SUNDAY	00:00			TETSUO 2
	00:30			
	01:00			
	01:30			NOSFERATU
	02:00	Space Hopper Tourney		
	02:30			
	03:00			INVASION OF THE BODY SNATCHERS
	03:30	Twister		
	04:00			
	04:30			SOCIETY
	05:00			
	05:30			
	06:00			ALTERED STATES
	06:30			
	07:00			DARKMAN
	07:30			
	08:00			RED SONJA
	08:30			
	09:00			
	09:30		MAGIC THE GATHERING TOURNAMENT PHASE 2 START	
	10:00	Anoraks 'R' Us		THE ABYSS SPECIAL EDITION
	10:30			
	11:00	Solar Sailing		
	11:30			
	12:00	Sparks' Suprise		
	12:30			TELEVISION SCI-FI
	13:00			SEE ROOM FOR DETAILS
	13:30	Maggie Furey Reads...		
	14:00			
	14:30	Trivial Pursuit	RPG TOURNAMENT ROUND 3 START	TERMINATOR 2 SPECIAL EDITION
	15:00			
	15:30			
	16:00	Auction & Raffle		
	16:30			
	17:00			
	17:30	Closing Ceremony		
		See you at Albacon in '96	SEE YOU AT ALBACON IN '96	SEE YOU AT ALBACON IN '96